IN THE CLAIMS

1-47. Cancelled.

48. (New) Method for the encoding of a sequence of source images, implementing a motion/texture decomposition, producing, for at least certain of the source images, information representing motion, called motion images, and information representing texture, called texture images, and wavelet encoding, characterized in that the method comprises the following steps:
- estimating the motion so as to obtain said motion images;
- projecting each of said source images on at least one reference grid so as to obtain said texture images, on which the effect of the motion has been cancelled;
- comparing a motion image and a corresponding estimated image so as to obtain a motion difference image, called a motion residue;
- comparing a texture image and a corresponding estimated image so as to obtain a texture difference image; and
- independent wavelet encoding of said motion residues and said texture residues.

49. (New) Encoding method according to claim 48, characterized in that said comparison implements a difference with an interpolated image using at least the first and/or the last image of said sequence.

50. (New) Encoding method according to claim 48, characterized in that a temporal encoding of said texture is performed, being rectified by said motion preliminarily encoded along the temporal axis, by means of a wavelet encoding.

51. (New) Encoding method according to claim 48, characterized in that it comprises an encoding of the texture comprising a temporal wavelet encoding followed by spatial wavelet encoding.

52. (New) Encoding method according to claim 48, characterized in that it comprises a motion encoding that takes account of a meshing.

53. (New) Encoding method according to claim 48, characterized in that it comprises a motion encoding comprising a temporal wavelet encoding followed by a spatial wavelet encoding.

54. (New) Encoding method according claim 48, characterized in that said source images are grouped together in image blocks comprising a variable number (N) of source images.

55. (New) Encoding method according to claim 54, characterized in that two successive image blocks comprise at least one common image.

56. (New) Encoding method according to claim 48, characterized in that said source images are grouped together in image blocks and, in each of said image blocks, the motion of all the images of an image block is estimated from the first image of said block.

57. (New) Encoding method according to claim 48, characterized in that that said source images are grouped together in image blocks and said projection step uses two reference grids respectively representing the first and last images of the block considered.

58. (New) Encoding method according to claim 48, characterized in that it comprises:

projecting step of an image on at least one reference grid, corresponding to a sampling grid defined by the position of the nose of a meshing in an image, so as to obtain a texture mask, and

a detection step of at least one image support zone that has remained undefined after said projection of an image, owing to the use of a reference grid corresponding to

another image, and a padding step of the said undefined image support zone or zones.

59. (New) Encoding method according to claim 48, characterized in that an antisymmetry is applied to the wavelet coefficients corresponding to an edge of the image so as to simulate a signal with support of infinite length.

60. (New) Encoding method according to claim 48, characterized in that the encoded data are distributed into at least two layers, a bottom layer comprising data enabling an image of coarse quality to be reconstructed and a top layer enabling the quality of said coarse image to be refined.

61. (New) Signal representing a sequence of source images and obtained by an encoding method according to claim 48, and implementing a motion/texture decomposition, producing, for at least some of said source images, information representing motion, called motion images, and information representing texture, called texture images, and a wavelet encoding,
characterized in that the signal comprises first digital data representing a wavelet encoding applied to motion difference images, called motion residues, obtained by comparison between a motion image and a corresponding estimated image,
and second digital data representing wavelet encoding applied to texture difference images, called texture residues, obtained by comparison between a texture image and a corresponding estimated image, on which the effect of the motion has been cancelled,
said first data being encoded independently of said second data.

62. (New) Signal according to claim 61, characterized in that it is it is constituted by at least two layers, one bottom layer comprising data enabling a coarse quality image to be reconstructed and one top layer enabling the quality of said coarse image to be refined.

63. (New) Signal according to any of the claim 61, characterized in that it comprises three fields to describe an object, respectively representing its motion, its texture and its shape.

64. (New) Method for the decoding of a sequence of source images, encoded by an encoding implementing a motion/texture decomposition, producing, for at least certain of said source images, information representing motion, called motion images, and information representing texture, called texture images, and wavelet encoding,
characterized in that said wavelet encoding being applied to difference images, called residues, obtained by comparison between a source image and a corresponding estimated image, it comprises the following steps:
- decoding the motion, in taking account of at least certain of said residues pertaining to the motion, to form motion images;
- decoding the texture, in taking account of at least certain of said residues pertaining to texture, to form texture images; and
- synthesizing a sequence of decoded images, corresponding to said sequence of source images, by projection of said texture images on said motion images.

65. (New) Decoding method according to claim 64, characterized in that it comprises a measurement step of the quality of said sequence of decoded images, by analysis of the distortion between the original texture images and decoded texture images.

66. (New) Decoding method according to claim 64, characterized in that it comprises a management step of the reversals generated by said motion estimation.

67. (New) Decoding method according to claim 64, characterized in that it comprises a stopping step of the processing of said

residues, when a level of quality and/or a quantity of processing operations to be performed is attained.

68. (New) Device for the encoding of a sequence of source images implementing a motion/texture decomposition, producing, for at least certain of said source images, information representing motion, called motion images, and information representing texture, called texture images, and wavelet encoding,
characterized in that it comprises means of wavelet encoding applied to difference images, called residues, obtained by comparison between a source image and a corresponding estimated image.

69. (New) Device for the decoding of a sequence of source images, encoded by an encoding implementing a motion/texture decomposition, producing, for at least certain of said source images, information representing motion, called motion images, and information representing texture, called texture images, and wavelet encoding,
characterized in that said wavelet encoding being applied to difference images, called residues, obtained by comparison between a source image and a corresponding estimated image, it comprises:
- means for decoding motion in taking account of at least certain of said residues pertaining to the motion to form motion images;
- means for decoding texture, in taking account of at least certain of said residues pertaining to texture, to form texture images; and
- means for synthesizing a sequence of decoded images, corresponding to said sequence of source images, by projection of said texture images on said motion images.

70. (New) Data server characterized in that it comprises means to implement the encoding method according to any of the claim 48.

71. (New) Digital data carrier capable of being read by a terminal, characterized in that it carries at least one signal according to claim 61, obtained by means of an encoding method according to claim 48.

72. (New) Computer program, characterized in that it comprises instructions to implement an encoding of a sequence of source images, implementing a motion/texture decomposition, producing, for at least certain of the source images, information representing motion, called motion images, and information representing texture, called texture images, and a wavelet encoding,
characterized in it comprises instructions to perform:
- an estimation of the motion so as to obtain said motion images;
- a projection of each of said source images on at least one reference grid so as to obtain said texture images, on which the effect of the motion has been cancelled;
- a comparison between a motion image and a corresponding estimated image so as to obtain a motion difference image, called a motion residue;
- a comparison between a texture image and a corresponding estimated image so as to obtain a texture difference image; and
- independent wavelet encoding of said motion residues and said texture residues.

73. (New) Computer program, characterized in that it comprises instructions to implement a decoding of a sequence of source images, implementing a motion/texture decomposition, producing, for at least certain of the source images, information representing motion, called motion images, and information representing texture, called texture images, and wavelet encoding,

characterized in that said wavelet encoding being applied to difference images, called residues, obtained by comparison between a source image and a corresponding estimated image, it comprises:

- means for decoding motion in taking account of at least certain of said residues pertaining to the motion to form motion images;

- means for decoding texture, in taking account of at least certain of said residues pertaining to texture, to form texture images; and

- means for synthesizing a sequence of decoded images, corresponding to said sequence of source images, by projection of said texture images on said motion images.